Undertale: The Pacifist's Protector

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Summary: BoBoiBoy and friends decided to play Undertale together but
Adu Du decided to trap BoBoiBoy in there. However, some unexpected
things happened and BoBoiBoy alongside his new 'friend'; Chara will
accompany the fallen human child across the Underground who is
controlled by his friends while at the same time figure out more
about Chara himself. BoBoiBoy/Chara Friendship

Undertale: The Pacifist's Protector

**Hello everyone to another crossover fanfic of mine. If you're only
familiar with Undertale (I don't know how you'll be interested to
read this since you'll most probably know what BoBoiBoy is about to
be interested but who am I to judge your actions), BoBoiBoy is a
Malaysian 3D animated show about a boy and his friends receiving
powers from a yellow spherical robot fighting a green alien whose
head is shaped like a cube and antennas for ears who plans to conquer
Earth for cocoa.**

**On the off chance you know NOTHING of Undertale (Like HOW?), well
the dialogue later in this chapter will reveal that anyway. **

**For those who are familiar with my work, I know what you're
thinking (OMG, WHY ARE YOU NOT UPDATING YOUR OTHER FICS!?). But I
promise that I'm working on other fics now as well as making sure I
know how the plot goes.**

**For those familiar with my 'BoBoiBoy and Fang play Undertale'
videos, this is not a written adaptation of those videos. This takes
place BEFORE BoBoiBoy: The Movie as opposed to the videos which takes
place AFTER the movie**

Disclaimer: The obvious things I don't own.

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><p>BoBoiBoy was proud of himself for thinking up of this idea.<p>

He know it won't be too fun compared to going camping or anything but he figured this would be redeeming. But he figured this recent game that he heard of, 'Undertale' would be a very different experience for them, considering the non-spoiler reviews.

He had invited everyone the day before, and had someone bring a laptop (with Steam installed), and the whole gang (with Ochobot) gathering in BoBoiBoy's room to play the game, the charger plugged in so that they don't have to worry about. Luckily, none of them had played the game before so everyone gets to experience the whole game similarly.

"Playing video games together wasn't the first thing that comes to my mind when it comes to spending time together but I guess in a way this kinda works" Fang commented as he started downloading the game (he was the one with the Steam account after all)

"We shouldn't play for too long, remember? Especially with my mother putting a limit on how long I have to play in a day" Yaya reminded.

"Well I'm sure we can get through this game soon enough" Ying said, reassuring her best friend.

"Well, we can take turns, right? With all of us here, I'd say we have 3 hours tops if we are all stuck with that rule" BoBoiBoy said, still could not stop smiling ever since his friends arrived to play together.

"I thought we'd have like 6 hours" Gopal whined.

"That explains your grades" Ochobot, Fang and Yaya said simultaneously.

"Hehe. Awesome!" BoBoiBoy did his thumbs up as usual. Soon, they finally opened the game and read through the introduction.

"I wonder why the humans and monsters were in war in the first place? It seems like they were in peace at one point right?" Yaya commented when the game mentioned how war broke out between the monsters and humans.

"Though the music's kinda nice" Ying commented.

"What exactly are we doing in this game?" Ochobot asked as the intro mentioned how the humans sealed the monsters with a powerful magical barrier.

"The monsters broke out one day and we have to sop them?" Gopal speculated but then was almost immediately proven wrong the intro showed a child wearing a striped sweater going up Mt. Ebott and fell down into the Underground before the screen turned white and the game's title was shown.

"I guess we kinda have to get out of there or something" Fang concluded.

"But why is that kid going up the mountain in the first place?" BoBoiBoy wondered.

"Maybe that kid ran away from home or something?" Gopal said.

"Maybe something bad happened" Ochobot answered.

"That was a vague assumption" Fang commented.

"That child was a girl, right?" BoBoiBoy asked.

"Now that you mention it, they never show um... Their face" Yaya said, also unsure of the human child's gender.

After looking at the control configurations (as well as setting the controller because they believe it will be a bit more comfortable), they were brought to a screen in which they get to name the human.

"Okay, what should we name um... Them?" BoBoiBoy asked, all of them still unsure of the 'Fallen Human''s gender. They all agreed (Fang reluctantly) that BoBoiBoy should go first since it was his idea to get them to play the game together.

"We need something that really suits them" Ying said.

"Why are we calling um... Them... 'them'?" Gopal asked.

"Because we're not sure of their gender of course" Ying replied.

"Wait we refer to those kind of people that way?" Gopal asked, shocked at this 'revelation'.

"Yes, Gopal" the others said, annoyed.

"BoBoiBoy, just name them whatever you want. I don't think it's important. We don't need to waste so much time figuring out a name" Fang said.

"All right. Geez, be patient will you?" BoBoiBoy turned to the annoyed spiky-haired boy. As he turned back to the computer screen however, he noticed the screen glowing brighter.

"Wait, what's-" a bright light was suddenly emmited from the computer screen, forcing everyone to cover their eyes. As soon as the light cleared, it was clear that something went wrong.

BoBoiBoy disappeared.

"Where's BoBoiBoy!?" Fang asked.

"Oh no! Don't tell me he got transported into the game!" Gopal concluded, having experiencing similar situation multiple times.

"That blockhead just won't give up, would he!?" Ying angrily commented.

"Guys, look at the screen" Ochobot pointed out. Instead of the name

selection screen, it insetad wrote out 'Chara' (which were magnified to be bigger) while a label above read 'The true name'.

"What kind of name is... Chara?" Yaya wondered while hoping she pronounced it right (pronouncing it according to the spelling instead of pronouncing the 'cha' part as 'ka'). Fang ignored her and sat down on what was previously BoBoiBoy's seat.

"Gopal, we'd have to finish the game to get him out right?" Fang asked.

"Last time I checked, yes" Gopal confirmed.

"We'd have to finish this game today then!" Fang said as he accepted the name and the screen turned white.

30 minutes ago, elsewhere...

"I can't believe it!" exclaimed the purple robot.

"What is it, Probe!?" said the short green alien (whose head is shaped like a cube with antennas that were actually his ears), Adu Du.

"BoBoiBoy and the others are going to play a video game together! On a PC!" Probe, his robot sidekick exclaimed. Adu Du earlier sent out Probe to investigate happenings throughout the town (and island) just to check whether there are incidents worthy enough for them to take advantage of.

"What kind of game? A PapaZola game?" Adu Du asked.

"No, Mister Boss. It's a different kind of game this time. It's called Undertale" Probe said before doing his version of an evil laugh.

"What's different about this one?" Adu Du asked.

"Computer?" Probe called.

"Undertale is a video game in which the player controls a human child as they traverse through an underground infested with monsters as they try to escape to the surface world" Adu Du's computer behind him started.

"Monsters, eh? What's so interesting about this game? The plot doesn't seem to be that new or interesting" Adu Du wondered.

"Unlike most RPG games, the player has the option to either spare the enemy or destroy them, meaning the player can finish the game without truly defeating anyone" the Computer finished.

"Plus the fact, there are multiple endings depending on how many monsters you defeated" Probe added. Adu Du wondered briefly as to why Probe was so excited in talking about the game but soon connected the dots.

"Probe, are you suggesting on recycling another old plan? Because last time we did it, it did not work as well as we hoped" Adu Du reminded Probe of one of their previous plans of trapping BoBoiBoy in

a video game.

"Then we should make some changes to make it more foolproof then" Probe suggested.

'Hm... That may be right. We could probably change things from the last plan and make it better like that other time' Adu Du remembered the improvements they made from recycling another one of their previous plans of screwing around with the children's emotions. It failed again of course but he was close to success. Who knows, maybe they'll improve this one to the point they can actually succeed.

"All right then. Computer! Get the machine ready!" Adu Du commanded.

At an unknown place

Once BoBoiBoy realised that he was sitting on ground and not a chair, he opened his eyes.

There was nothing. He was alone.

BoBoiBoy started panicking and began looking around. At least he can move... Wait what?

Last he remembered, there was the light the suddenly lit up the entire room too brightly. The light had seemed familiar enough for BoBoiBoy to know who was responsible.

Adu Du.

Which means, Adu Du had probably decided to trap him in a video game again. But strangely enough he can actually move his body. He hasn't tested out his powers though.

"Who are you?" a new voice greeted him. When BoBoiBoy turned to the source of the voice and saw the same child he saw in the game's intro, though certain details are a lot more clearer now.

They have bright red eyes and slightly puffed cheeks. Their shirt was green with yellow stripes and they wore a pair of brown trousers and their hair are bright brown.

The child was around three fourths of Ying's height which, for BoBoiBoy was taller than he thought they'd be.

"I-I'm BoBoiBoy... Who are you?" BoBoiBoy hesitantly answered. He was slightly confused because when he and Gopal were first trapped in the game, the two REPLACED the player character but now he was here with the child who he assumed was the character he and his friends were supposed to be controlling. Also, he should really remind himself to ask of the human's gender. Their voice and appearance fit both.

The child's serious (and slightly scary) face faced him for a few more seconds before turning towards their left, prompting BoBoiBoy to do the same. He was surprised to see the word 'Chara' float in front of them with the label above saying 'The true name'

"My name... Is Chara"

End
file.